

Official

# SACRED

- Expansion Pack -

# UNDERWORLD

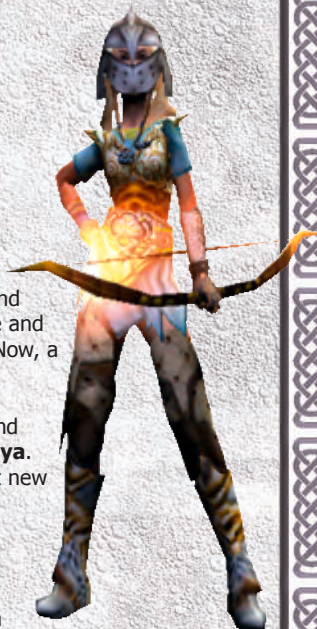


# Game Manual



WELCOME BACK,  
ADVENTURER!

The evil magician **Shaddar** has been destroyed, the Undead have returned to their graves, and the wild tribes of **Ancaria** are returning to their peaceful everyday life. But the victory against **Shaddar** is a bitter one - and peace only short-lived. **Prince Valor**, the hope and symbol of those resisting **Shaddar**, has died. Now, a new shadow falls across **Ancaria**: From the mysterious and unexplored depths of the **Underworld**, a monstrous creature appears and abducts **Valor's** grieving widow, **Baroness Vilya**. Who and what is behind this new threat? What new beings, monsters and treasures does the **Underworld** hide?



Find the answers in the official expansion to **Sacred**, the award-winning, role-playing action game. Explore the secrets of the **Underworld** using an experienced hero, or relive the entire adventure as one of two fascinating new player characters. The **mysterious Daemon** and the **technically adept Dwarf** have unique skills, weapons and spells that open up entirely new opportunities and methods of rediscovering **Ancaria**.

The **Sacred** team hopes you will enjoy discovering the realm of **Ancaria** and the mystical underworld!

## Epilepsy Warning

Certain individuals may experience epileptic seizures when exposed to particular light patterns or flashing lights. In rare cases, television broadcasts or computer games can trigger epileptic episodes. This can also occur even if the person affected has never before shown symptoms of epilepsy. If you or anyone in your family suffers from epilepsy, you should consult a doctor before starting to play this game. If, while playing the game, you experience drowsiness, dizziness, hallucinations, disorientation, twitching of the eyes or muscles, involuntary movements or convulsions, immediately discontinue play and consult a doctor.



WELCOME	1
CONTENTS	2
INSTALLATION	3
MENUS	4
GETTING STARTED	5
GENERAL CHANGES	7
NEW CHARACTERS	9
DWARF	9
DAEMON	12
SUPPORT	15
TECHNICAL FAQs	17
CREDITS	18
ACKNOWLEDGEMENTS	20



## INSTALLATION

Please note that **Underworld** can only be installed on machines where **Sacred** has already been installed. If **Sacred** is not installed on your PC, please refer to the **Sacred** manual to obtain instructions on how to install this first.

Place the **Underworld** CD in the drive.

If the Autorun option is activated, the install program will run automatically. If this does not occur automatically, manually run the setup.exe application located on the **Underworld** CD.

Then simply follow the instructions on the screen.

The file readme.html in the game's installation folder contains important technical information.

You can also find the latest news about **Sacred** and the **Underworld** expansion on the official **Sacred** website: [www.sacred-game.com](http://www.sacred-game.com).

### Minimum System Requirements

Pentium III 800 MHz  
256MB RAM  
4x CD-ROM or DVD drive  
DirectX8 compatible 16MB video card  
DirectX compatible sound card  
DirectX9 (included on the **Sacred** CD)  
Windows® 98 SE/ME  
Hard drive with at least 2GB available\*

### Recommended

Pentium IV 1.4GHz or higher  
512MB RAM or higher  
8x CD-ROM or DVD drive or faster  
DirectX9 compatible 64MB video card or higher  
DirectX9 compatible sound card with 3D support  
Network card  
Windows® 2000/XP  
DirectX9 (included on the **Sacred** CD)  
Hard drive with at least 2.5GB available\*

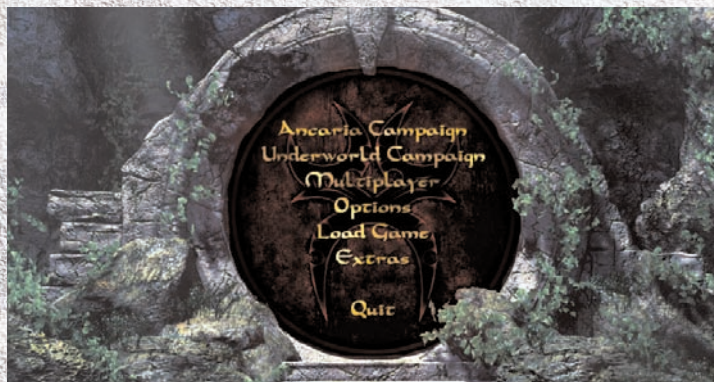
\* The installation size is approximately 1.6GB.  
There should be at least 600MB available for the swap file.

### Please note:

We cannot guarantee that **Sacred** will run on all laptops and notebooks. There are so many models on the market that it simply is not possible to test all of them for compatibility. In addition, chip sets and video cards may differ significantly from the desktop standard. If your laptop/notebook meets the system requirements, **Sacred** will probably run on it. However, we cannot guarantee that it will, due to differences in system architecture.



# MENUS



## MAIN MENU

Ancaria Campaign	Starts a new game with a new hero. Takes you to the "New Campaign" menu.
Underworld Campaign	Takes you to the official <b>Sacred</b> expansion <b>Underworld</b> . Please note that you can only play <b>Underworld</b> if you have reached at least level 25. Simply import your experienced character from <b>Sacred</b> or make use of one of the provided heroes (Dwarf or Daemon) to jump right into the expansion campaign.
Multiplayer	Starts a Multiplayer game. Please read up on the various Multiplayer game options in the corresponding sections of the <b>Sacred</b> manual.
Options	Opens the "Options" menu. This is where you can edit settings such as graphics details and various game options. For further information, please read the corresponding sections of the <b>Sacred</b> manual.
Load Game	Opens the "Saved Games" menu. For further information, please read the corresponding sections of the <b>Sacred</b> manual.
Extras	Starts the intro sequence of <b>Sacred</b> again or shows the development team credits for the game and the expansion.

# GETTING STARTED

## ANCARIA CAMPAIGN

If you have never played **Sacred** before, or if you wish to re-explore Ancaria with one of the new characters, open the Main Menu and select the "Ancaria Campaign" option to access the character selection screen. Here, you can choose one of the eight character classes you can use to play **Sacred**.



Once you have decided on a character, you will need to choose the level of difficulty. At the beginning of the game, only the Bronze (very easy) and Silver (easy) levels are available to you. If you finish the game at the Silver level, you can access additional difficulty levels for more demanding adventurers. As the level of difficulty increases, opponents are harder to defeat and the effect of healing potions is reduced.



Your adventure starts here. At the beginning, useful tool tips explain the particulars and finer points of the controls as well as other game elements.

## UNDERWORLD CAMPAIGN



To play the expansion, you need to have already played **Sacred** or have at least partially explored Ancaria, since your game character needs to be at least level 25. Access the menu [ESC] in the main program and click on "Export."

**Note:** For the Dwarf and Daemon, a prepared and equipped character is already supplied in the directory of exported characters.





Simply select a free slot in which to export the character. If no more slots are available, the existing character in the selected slot will be deleted if you choose to export a new character.

Return to the Main Menu and click on the "Underworld Campaign" option.



This will take you back to the Export screen containing all the characters you have exported from Sacred. Select the hero you wish to use in **Underworld** and then choose a level of difficulty.

**Note:** Exported characters retain their values, character levels, set items and other inventory items.



The game will now be loaded. Talk to Baroness Vilya. After a short sequence, you will have to follow the creature that has abducted the baroness by going through the gate on the altar.



Welcome to **Underworld**! New enemies, mysterious environments, new friends and unknown treasures are waiting for you - enjoy!

## CONTROLS AND GENERAL INFORMATION

Please read the corresponding sections of the **Sacred** manual and find out how game controls work and what the various symbols and icons stand for.

# GENERAL CHANGES

If you have already played **Sacred**, you will notice some changes and innovations after installing the expansion pack, some of them affecting **Underworld** and others the main Sacred game.

## MORE VISUAL APPEAL



Some of these changes are more cosmetic in nature. Thus, buttons for weapons and special skills have been completely revised (graphically), as have the option bar for your inventory, the map and the journal.

## MORE INFORMATIVE





Another improvement is the display showing the enemies' health and resistances. In addition to the color-coded circle system you have become accustomed to in **Sacred** indicating the level of difficulty of opponents, an information bar now provides more detail on the enemy's current health points. In addition, the bar contains notes on the opponent's level, name and type - such as "Monster." The opponent's resistance values are also displayed.

## INTUITIVE SYMBOLS

These symbols are used for resistance values (for opponents, armor and your character) as well as for damage caused by weapons or skills. If the resistance or damage values are not listed in absolute figures, the symbol's transparency continues to provide a good idea of this value. The more transparent a symbol, the weaker the resistance and/or damage.



## PHYSICAL RESISTANCE/DAMAGE

	Physical Resistance/Damage
	Fire Resistance/Damage
	Magic Resistance/Damage
	Poison Resistance/Damage

<b>Zwerg</b>	Level 34
Resistance	187
Physical	89
Fire	34
Magic	0
Poison	64
Armor Bonus	101%
Movement Speed	132
Attack Speed	140
Survival Bonus	0%

## ENHANCED BUTTONS

<b>Zwerg</b>	Level 34
<b>Skills</b>	55
Weapon Lore	11
Constitution	7
Dwarven Lore	6
Weapon Technology	12
Concentration	7
Forge Lore	5
Armor	6

Instead of the tiny circular button that allowed you to switch between attributes and skills, you will now find a nice large panel to click on in its place.

## VIEW ALL BONUSES

Another particularly helpful feature is the 'Sum' button - this is the "+" (plus) symbol to the right of the character image health bar.

This is where all bonus, resistance and damage values your character already has - or has improved through objects or equipment - are added and visible at a glance. If, for instance, you have two pieces of equipment that improve the Physical Regeneration value by twelve points each, the total bonus value (24) is displayed in this information window.

vs. Undead Weapon Damage Fire: +31% Strength
Poison Resistance: +33%
+33% to Attack
+80% to Defense
Speed: +20
Endurance: +6
To all combat arts: +1
For Attack and Defense: +27%
To all skills: +2
Increases All Damage Types: +27%
Resist Stun: +11 (+10%)
Blunt Undead: +11 (+10%)
Flame Thrower: +4
Mortar Grenade: +4
Agility: +6
Weapon Technology: 49

## NEW CHARACTERS

The official **Sacred** expansion offers two new character classes with new skills and abilities. If you begin a new **Ancaria Campaign** with these new characters, they will be located at new starting positions on the map in the Bellevue area.

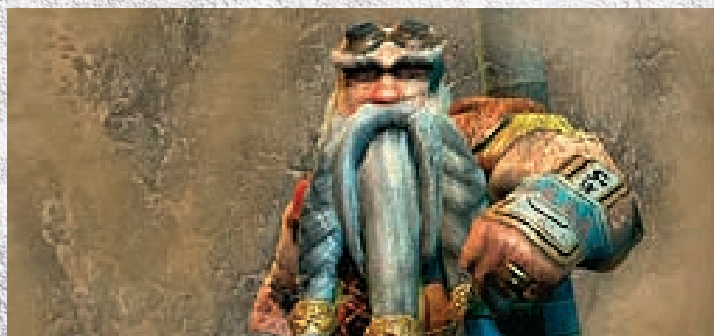
## DWARF

Despite his small size, the Dwarf is sturdy and has several unique properties that distinguish him from other character classes. For one thing, he is able to use firearms and muskets as ranged weapons, rather than the bow and arrow.



In addition to several classic skills such as Assault, the Dwarf has numerous special abilities unique to his character class. For instance, he lays mines to make short work of his opponents, fires his shoulder cannon directly at enemies or launches mortar grenades at distant enemies.





### COMBAT ARTS

	<b>Assault</b> A combination attack consisting of blows, kicks and head butts. Musket: Several shots fired in succession. The target is automatically switched if the opponent dies.
	<b>Wrath</b> The Dwarf spins in a circle, attacking every enemy in range. Musket: The Dwarf spins in a circle, firing a shot at every enemy in range.
	<b>Heavy Blow</b> A strong blow inflicted on an opponent while the Dwarf jumps in the air. Musket: Increased damage, blast passes through the opponent.
	<b>Battle Rage</b> A state of frenzy in which the speed of fighting increases up to a maximum with every hit. The rage state decreases in intensity when the Dwarf does not fight. Injuries sustained by the Dwarf increase damage. Musket: The higher the charge, the more rapidly shots are fired.
	<b>Recoil</b> Only works with two-handed weapons. The opponent is pushed back by a mighty blow and takes damage. Every enemy hit by the affected opponent also takes damage. Large opponents are not thrown very far.
	<b>Vehemence</b> Only works with two-handed weapons. The target takes severe damage. Surrounding opponents may also be partially wounded.
	<b>War Cry</b> A piercing scream increases one's own attack and defense values as well as those of all allies (party members or hirelings) for a certain amount of time.

### DWARVEN TECHNOLOGY

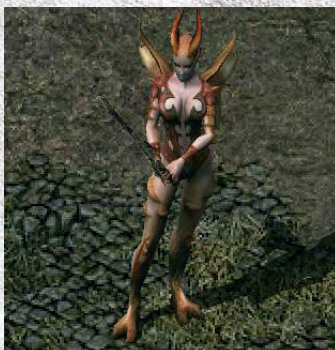
	<b>Flame Thrower</b> Shoots a stream of liquid fire from his backpack. The fire sets any enemy on fire, but also dies down very quickly.
	<b>Mortar Grenade</b> Fires mortar grenades in a ballistic trajectory. These cause tremendous large-scale damage. Due to the minimum range of grenades, these cannot be used for short distances.
	<b>Cannon Blast</b> Fires a projectile from his back in a straight trajectory that explodes into many small splinters, damaging the target and confusing all opponents within range.
	<b>Greed</b> The Dwarf's attention strays from the fight and thus, from his defense. Chances finding valuable objects the opponent is carrying are increased.
	<b>Landmine</b> The Dwarf drops several Landmines that explode as soon as an opponent steps on or comes close to one. If the mines are not set off by an enemy, they will detonate automatically after a certain time.
	<b>Entrench</b> The Dwarf digs in deep, thus increasing his defensive values such as resistances and defense. On the other hand, he cannot move - and will only remain entrenched for a short while.
	<b>Dwarven Armor</b> Increases the Dwarf's fire and poison resistances. This is displayed by a glowing red and green circle on the ground surrounding the Dwarf. The aura gradually weakens over time.
	<b>Dwarven Steel</b> The weapon glows for a period of time. During this time, the opponent's physical resistance is greatly reduced. With every hit, the weapon lights up. Over time, the glow decreases until it completely dies down.



## DAEMON

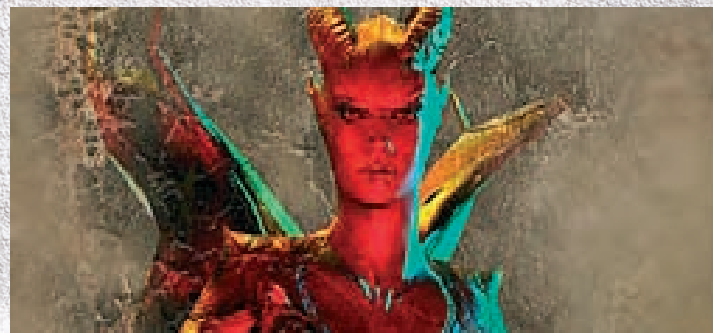
Driven from hell and temporarily deprived of her daemonic powers, the Daemon finds herself in Ancaria near Bellevue.

Her equipment is typically traditional, including swords, shields and plate armor - though there are specific items only the Daemon can handle.



Although her appearance causes fear and panic in towns and villages, and residents flee from this hellish warrior, the Daemon is working for the forces of good.

One unique feature is her adaptability. Some of her skills allow her to incorporate different elements into her body, thus she can shift into an Elemental Daemon in order to eliminate her opponents or can cause a bloodbath with her tentacles and many other abilities.



## TRANSFORMATIONS

**Battle Daemon**

The Daemon changes into a Battle Daemon. In this form, she has white particle hair and a shimmering white aura. Physical damage and resistance are greatly increased.

**Assail**

In the form of a Battle Daemon the Daemon carries out a quick series of attacks on an opponent.

**Soaring Daemon**

In this form, the Daemon can fly for a short period of time and her speed is increased. Her defense also increases, however, she will be more susceptible to ranged weapons and to special effects against soaring opponents.

**Descent**

In the form of a Soaring Daemon, the Daemon swoops and dive-bombs an opponent, inflicting severe damage. Nearby opponents may also sustain slight damage as a bonus.

**Fire Daemon**

This form is indicated by a red aura with red particle hair. Whenever the Daemon takes this form, she has increased resistance to fire and some of the physical damage is converted into fire damage.

**Wall of Flames**

As a Fire Daemon, this Combat Art transforms into a ball of fire that bursts open upon impact and covers an area with blazing fire.

**Poison Daemon**

The Daemon changes into a Poison Daemon, as indicated by green particle hair and aura. While the Daemon is in this form, she has increased poison resistance and some of the physical damage is converted into poison damage.

**Poison Ring**

A poisonous cloud spreads in a circle from the Poison Daemon. All nearby opponents that are hit by it are poisoned. Although the cloud dissolves quickly, the poison effect lingers on.



## TRANSFORMATIONS

**Energy Daemon**

Blue particle hair and a blue aura surrounding the equipment indicate the form of an Energy Daemon. In this form, resistance to magic is greatly increased and some of the physical damage is converted to magical damage.

**Charged Bolts**

The Energy Daemon hurls several Charged Bolts forward in a spreading pattern. The higher the Combat Art level, the greater the number of bolts.

## HELL MAGIC

**Blazing Disc**

The Daemon hurls a flaming disc that circles opponents, hindering and damaging them. If no living enemies are in range, the disc returns to the Daemon and attacks again when an enemy approaches.

**Call of Death**

This magic spell draws the souls of the dead into the Daemon's weapon. The current weapon becomes more charged with every soul and thus inflicts additional damage. This effect will decrease if the weapon is not fed fresh souls.

**Infernal Power**

For a short time, the Daemon's weapon and shield are on fire. This greatly increases the attack value with opponents suffering additional fire damage.

**Hell Sphere**

The Daemon conjures up a ball of flames that fires a long-range stream of fire against all enemies surrounding her. To do so, the Hell Sphere must avail itself of the Daemon's senses.

**Tentacles**

Tentacles grow from the corpses of opponents killed while this aura was active. These attack any enemy approaching, sucking the life out of them.

**Abysmal Choir**

The Abysmal Choir of hell serves to confuse the Daemon's enemies. All opponents within range are slightly injured and slowed down.

**Dread**

A terror-inducing scream greatly reduces the attack and defense values of all opponents. The radius of the effect is marked by "sound waves" on the ground.

## SUPPORT

Should you experience technical problems with the installation or operation of **Sacred** or **Underworld**, a variety of information sources are available. The Readme file in the game's installation folder contains tips and additional information not available in the manual, as well as technical information. (The default installation path is C:\Program Files\Ascaron Entertainment\Sacred.)

## FORUM

You can use the forum to discuss or exchange your ideas and experience with other **Sacred** fans. The developers of the game are also often available in the forums.

- [www.sacred-game.com](http://www.sacred-game.com)

## PATCH / WEBSITE

A patch is a program that optimizes the performance of the already installed program. If you have an Internet connection, you can check whether new updates are available on the **Ascaron** and **Sacred** websites:

- [www.ascaron.com](http://www.ascaron.com)
- [www.sacred-game.com](http://www.sacred-game.com)

Given the large number of hardware and software components as well as system configurations available on the market, it is not possible to entirely eliminate the possibility of program installation and operation problems. Although we try to prevent such problems through extensive testing and numerous beta tests, sometimes issues do occur, but these can usually be quickly corrected.

Should you encounter a technical problem with **Sacred** or **Underworld**, our Service Department will gladly assist you. Please call using the following telephone number:

- +49 (0) 52 41 / 96 69 0
- (Monday through Friday, 2 - 5 p.m. CET)

**Note: The service number is hosted in Germany and will be charged at a rate according to the terms and conditions of your telephone provider.**

Please be at the computer when you call and have your computer hardware information ready.



Alternatively, you can contact us by e-mail at:

• **service\_sacred@ascaron.com**

If you contact us by e-mail, please remember to provide your computer's basic hardware details. In addition please also attach the file "DXDiag.txt".

To create it, proceed as follows:

1. Click on the Windows "Start" button.
2. Open the command line by clicking on "Run."
3. Type "dxdiag" and click on "OK."
4. The DirectX diagnosis program should now start up. Please wait, it may take a little while.
5. Click on "Save all information." A file named "DxDiag.txt" will be created in your chosen location.

We are of course also available for contact via mail and fax:

Ascaron Entertainment (UK) Ltd  
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UK

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We will exchange defective or faulty CDs. Please send us the defective CD and we will return a new one immediately. This warranty does not extend to damage caused by improper handling. However, if your CD does suffer scratches or other damage from mishaps we do offer an exchange for a handling fee of 10 € (£7.00). Please, enclose 10 € (£7.00) in a cheque, made payable to "Ascaron Entertainment (UK) Limited", when you send your CD to us.

This warranty expires 1 year after your first purchase of the title. For older titles, we are unable to provide any warranties. The exchange service is a voluntary service of ASCARON ENTERTAINMENT and does not constitute a legal claim.

Whilst ASCARON ENTERTAINMENT (UK) LIMITED is happy to assist with English enquiries originating from within Europe, we regret that we are unable to offer assistance with non-English enquiries, or enquiries from outside of Europe - in such cases please contact your local distributor directly.



## FREQUENTLY ASKED QUESTIONS

### My computer doesn't recognize the CD!

Possible solutions: Deactivate the anti-virus software and other active or background programs before starting **Sacred**. Virtual CD-ROM drives should be deactivated, or preferably uninstalled.

### After starting the game, my screen remains blank!

Your video or sound driver is probably not up to date. You can download the latest drivers from the websites of the respective equipment manufacturers.

### Online Registration or Multiplayer: No connection

Check the network for possible error sources. Routers and firewalls in particular can prevent connection to the server for a variety of reasons, depending upon the installation. If problems persist, please contact your system administrator.

### What is the difference between 'Standalone' and 'Overwrite' installations?

The *Overwrite* option replaces the old **Sacred** installation with **Underworld** and reduces the amount of hard disk space required. The *Standalone* option creates an additional folder for the **Underworld** installation. The *Standalone* installation allows access to both **Sacred** and **Sacred Underworld** as separate games. **Players wishing to continue with old Sacred PLUS multiplayer accounts MUST install the Standalone option.**

**NOTE: You MUST have the latest Sacred Patch installed in order to run the Standalone installation. The Overwrite installation DOES NOT require the latest patch installed.**

### The Underworld installation appears to freeze. Task Manager states the application is not responding. What is wrong?

The installation procedure can take over 30 minutes on low performance systems. **Underworld** will continue to install as long as you do not receive a specific error message.

### When trying to create a multiplayer account I receive the error message "BAD CDKEY" or "ACCOUNT BLOCKED". What should I do?

**Underworld** accounts are added to existing **Sacred** accounts. Once **Underworld** has been installed, you need to expand your existing **Sacred** account by entering your original **Sacred** account details, including Username and Password. Then enter the **Underworld** CDKEY and click on "CREATE ACCOUNT" (NOT "LOGIN"). If you do not use your OLD **Sacred** multiplayer account details, you will receive INCORRECT CDKEY error messages.

### I cannot use my old savegames. Why?

Due to the changes in **Underworld**, original **Sacred** savegames may not be compatible with the new **Underworld** realm. However, you can use EXPORTED **Sacred** characters.

### I cannot find my exported characters in Underworld. What should I do?

With the *Standalone* installation you will have two Save folders. One is in the **Sacred** folder, the other in the **Underworld** folder. In order to use your **Sacred** characters in **Underworld** you may need to copy the "heroxx.pax" files from the "SACRED\SAVE" folder to the "UNDERWORLD\SAVE" folder.

### More Information

Additional information can be found on the **Sacred** website • [www.sacred-game.com](http://www.sacred-game.com) •

Further technical information that was not available at the time of this manual's printing may be provided in the Readme file in the **Sacred** or **Underworld** installation folder.



Credits - Sacred  
Underworld

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**Virgin Lands - Animated  
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**Virgin Lands - Animated  
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Outro -**  
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**Senior Product Manager**  
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